

TopDeck™ PRESENTS

MAGIC
The Gathering

NEMESIS™



THE

58
Introduction to
Nemesis

60
Color Analysis

71
Encyclopedia &
Checklist

Ascendant Evincar
Illus. Mark Zug

OVER

NEMESIS

by Teeuwynn

A Guide to the Cards You'll Be Playing This Spring

The *Magic: The Gathering—Nemesis* card set picks up where the *Mercadian Masques* set left off, offering a number of new **Spellshapers**, **Rebels**, and **Mercenaries**. “Pitch” cards and other **alternative-play-cost** trickery also feature prominently in the *Nemesis* set. The newest expansion’s not without tricks of its own, though. *Nemesis* marks the debut of cards with **fading**, which pack a lot of punch in the short time they remain on the table.



LIMITED PLAY

SEALED WITH A KISS

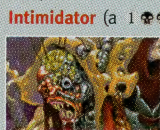
Both Mercenaries and Rebels get some solid support in the *Nemesis* set. Rebels pick up **Defiant Falcon**, a 1 * 1/1 flier that recruits a Rebel with converted mana cost 3 or less. Use the Falcon to recruit the Rebel Gliders



from the *Masques* set or **Lawbringer** and **Lightbringer**

from the *Nemesis* set. You can tap and sacrifice these 2/2 Rebels to remove a red or black creature, respectively, from the game.

Mercenaries also get a few new weapons in *Nemesis*: **Rathi**



Intimidator (a 1 * 1/1 2/1 recruiter that can be blocked only by artifact or black creatures) gives Mercenaries a good new recruiter.

Spineless Thug can't block, but it's a common 2/2 Mercenary you can play for only 1 *—a decent beatdown card.

Both Rebels and Mercenaries provide enormous card advantage possibilities, because they can come into play without decreasing your hand size. This advantage should make them very popular in Limited environments—particularly in drafts, in

which you can stock up on them.

APCs. Alternative-play-cost (APC) cards also carry over from *Masques* to *Nemesis*. If you can take advantage of the surprise value of these cards, you can often gain the upper hand in a match. **Angelic Favor**, for example, normally costs 3 * for an instant that



puts a 4/4 creature with flying into play for the turn, which can easily block and destroy most attackers. Instead of paying the four mana, though, you can simply tap an untapped creature you control to play the spell. That's cheap and effective creature removal.

SPELLSHAPERS. The *Nemesis* Spellshapers will make as big an impression on Limited play as their *Masques* counterparts—maybe bigger. For * , * , and a discard, **Plague**



Witch gives a target creature -1/-1 until the end of the turn. Enemy Spellshapers beware! **Stronghold Biologist** costs 2 * and lets you counter any creature spell your opponent plays by paying * * , tapping the Biologist, and discarding. **Arc Mage** costs 2 * , and its ability

is a mini-Arc Lightning (2 damage divided any way you want). That's gotta hurt.

THE SEALS. Finally, *Nemesis* introduces a cycle of five new cards called Seals. The Seals are enchantments that can be sacrificed for a spell-like effect. These cards let you use your extra mana when you have it available, instead of having to wait for just the right opportunity. As a bonus,



all five Seals are excellent for use in Limited play. For example, red gets **Seal of Fire**, an enchantment version of Shock. Black gets



Seal of Doom, an enchantment version of Terror. White gets **Seal of Cleansing**, adding another Disenchant to its arsenal.



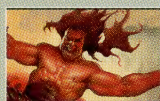
One final cautionary note about playing *Nemesis* cards in Limited formats. There are a bunch of ways to deal 1 damage to a creature (or reduce its toughness by 1) in the *Nemesis* set, so players must be prepared to defend their most important Spellshapers and Rebels.

CONSTRUCTED PLAY

FADE AWAY

The *Nemesis* set introduces fading to the world of **Magic**. A card with fading comes into play with a number of fade counters on it. If you can't remove a counter from the card during your upkeep, you must sacrifice it. Although cards with fading don't last forever, they can have quite an impact on the game while they're in play.

For example, **Blastoderm** is an untargetable 5/5 creature for 2 ♣♣ with fading 3. Put this card in a Stompy deck and combine it with



Stampede Driver, a cheap Spellshaper

that gives all your creatures +1/+1 and trample. The Driver's ability doesn't target Blastoderm, so you get to attack with a 6/6 creature with trample for three turns!

There are several enchantments with fading worth considering for Constructed play. **Parallax Wave**, which has fading 5, allows you to remove a fade counter to remove a target creature from the game. All creatures removed this way come back when Parallax Wave leaves play, however. The Wave can give you some breathing room against a creature horde or poke a hole in your opponent's defenses so your horde can punch through. **Parallax**



Nexus also has fading 5 and lets you remove a fade

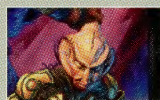
counter to remove cards in a player's hand until it leaves play.

APCs. The reappearance of APC cards, which started in the *Masques* set and continues here, means you're no longer safe when your opponent is tapped out. The *Nemesis* set features several different alternative play costs, including tapping or sacrificing a creature, giving your opponent life, returning lands to your hand, and "free" APCs that allow you to play the card for free if certain conditions are met. For example:

Massacre is a sorcery that gives all creatures -2/-2 until the end of the turn. Massacre normally costs 2 ♣♣ to play, but if your opponent controls a plains and you control a swamp you can play it for free. This makes Massacre an

incredible sideboard card against white weenie decks.

Mercenary decks may want to consider using **Dark Triumph**, a 4 ♣



instant with the alternative play cost of sacrificing a creature. **Dark Triumph** gives creatures you control +2/+0, which can give your finishing rush enough surprise power to succeed.

Reverent Silence is a 3 ♣ Tranquility you can play by giving your opponent 6 life. This could be very useful to destroy enchantments that have your lands locked down.

REBS AND MERCS. Rebels and Mercenaries continue to strut their stuff in Constructed as well with some new *Nemesis* cards. In addition to the Rebels discussed in the Limited section, *Nemesis* gives us the Rebel leader: **Lin Sivvi, Defiant Hero**. It costs only 1 ***, so you can recruit it with **Defiant Falcon** as well as Ramosian Lieutenant from the *Masques* set. This Rebel Legend is a 1/3 creature that lets you recruit any Rebel as long as you have enough mana to cover its converted mana cost. Plus, you can use Sivvi to return a Rebel card from your graveyard to the bottom of your deck. You'll never run out of Rebels again.

Mercenaries also gain a couple of solid recruiters, including **Rathi Intimidator** and **Rathi Assassin** (a 2/2 recruiter for 2 ♣♣ that allows you to pay 1 ♣♣ and ♠ to destroy a target tapped nonblack creature). These new recruiters and a few other choice Mercenaries may make a Mercenary/Contamination deck truly viable in Constructed.

Nemesis also gives blue, red, and green special recruiters of their own. These creatures recruit Merfolk, Goblins, and Elves, respectively. For example, **Moggcatcher** is a 2/2 Mercenary for 2 ♣♣ that allows you to search your deck for a Goblin card of any cost and put it into play for only 3 and ♠. Although perhaps not tournament quality, these cards could definitely form the focal point for appropriate theme decks.

TOP TENS

LIMITED PLAY



ARC MAGE
Also very solid in Constructed, this Spellshaper gives you access to a miniature Arc Lightning every turn.

BLINDING ANGEL
A 2/4 flying creature is always nice in Limited play, but when the Angel attacks, it can keep your opponent from attacking you...for as many turns as it can get through.

DEFIANT FALCON
This 1/1 flying creature is the core "recruiter" for Rebels in *Nemesis*.

DOMINATE

This instant makes the cut on both Top 10 lists. Who doesn't want to steal their opponent's best creature and beat them senseless with it?

PLAGUE WITCH

For ♣ and a card, you can get rid of pesky enemy Spellshapers and other 1-toughness critters.

RATHI INTIMIDATOR

The Mercenaries get a decent recruiter of their own, and this 2/3 creature has Fear built-in (unblockable except by artifact or black creatures), so it's likely to deal some damage of its own.

RHOX

You don't have to worry about getting into a creature stale-

mate with Rhox on the table. Even if it's blocked you can still have it deal its 5 damage to your opponent. Plus, Rhox regenerates!

SEAL OF FIRE

Play this new Shock when you have the mana and sacrifice it when you have the target.

STRONGHOLD BIOLOGIST

Mmm...repeatable creature counter-spelling. There's no need for creature control if the creatures never even hit the table.

TOPPLE

Solid big creature destruction. Plus, the creature is removed from the game, so you don't have to worry about seeing that creature ever again.

CONSTRUCTED PLAY



BLASTODERM

An untargetable 5/5 creature for four mana? Who cares if you can only attack with it for three turns? That's a whopping 15 damage!

DOMINATE

"Let's see...when you activate your Treetop Village, I get to steal it for only 1 ♣♣. Okay. Go right ahead."

FLOWSTONE OVERSEER

In a heavy red deck, the Overseer can repeatedly gun down creatures while dishing out some serious beatdown of its own.

LIN SIVVI

The true Rebel

leader, and possibly the single best card in *Nemesis*, Lin Sivvi's 3 toughness and infinite recruiting ability alone make it a fantastic card. Add the ability to fish Rebels like Lawbringer and Lightbringer out of the graveyard, and Sivvi becomes unbelievable.

MASSACRE

White weenies? I don't see any white weenies. Massacre clears the board of every creature under 3 toughness, and it's free against white. This is perhaps the best anti-white-weenie sideboard card ever.

PARALLAX WAVE

Multiple creature removal that lets you

pick and choose who goes and when.

RATH'S EDGE

This land can deal damage to players and creatures alike. It's versatile and your opponent can't counter it.

RISING WATERS

Winter Orb, anyone?

ROOTWATER THIEF

Mike Long's *Duelist* Invitational card is a Merfolk that can fly and destroy your opponent's deck one card at a time.

STAMPEDE DRIVER

Called 'Stomping Theurge' in development, this Spellshaper helps your creatures stomp all over your opponent.

WHO IS YOUR NEMESIS?

Do you like to build killer decks and take them to tournaments to crush your opponents? Or do you prefer the challenge of creating decks on the fly from a limited pool of cards? No matter which format you enjoy, *Nemesis* should provide you with some magic bullets you can fire at your opponent or some nasty creatures you can bend to your will and send into battle.

White

by Mike Elliott

"Give me liberty, or give me cards!"

Rebels with Cause

With the release of the *Mercadian Masques* set, the Rebel deck—a new version of the basic white weenie deck—burst on the scene. Quick creatures with the powerful “recruiting” ability (pay a cost to put another Rebel in play) appear again in the *Nemesis* expansion, led by Defiant Falcon, one of the few recruiters with flying. **Lawbringer** and **Lightbringer**, powerful sideboard cards in Constructed play and great utility cards in Limited play, offer color-specific removal. **Lin Sivvi**, **Defiant Hero**, a Rebel

Legend from the *Nemesis* story, is certain to become a staple in Rebel decks.

The first white creature with protection from white, **Voice of Truth** completes the cycle of angels with protection from a color. Although white has few cards with fading, its one fading enchantment, **Parallax Wave**, is certainly one of the strongest fading cards in the *Nemesis* set. Overall, white has a number of solid Constructed cards.

DAMAGE CONTROL

White has always had strong

damage-prevention abilities, and although these abilities have seen more use in Limited environments than in Constructed, they’ve been a part of every **Magic** expansion ever made. Debuting in the *Visions* expansion with Peace Talks and made popular by Abeyance in the *Tempest* set, white has had a new way to prevent damage: forcing players to skip their attack step.

There are three cards in the *Nemesis* set that prevent one or more creatures from attacking, although none rival the power of Abeyance. Two



Parallax Wave
Illus. Greg Staples

WHITE'S TOP FIVE

BLINDING ANGEL

If you can get it out and protect it, you can prevent an opponent from attacking. With 4 toughness, many damage sources will have trouble eliminating this threat. It's a fringe Constructed card, but probably one of the strongest cards in the set for Limited play.

LIN SIVVI, DEFIANT HERO

A key card for future Rebel decks, this powerful Rebel Legend enables you to recruit any other Rebel in your library for the Rebel's converted mana cost, and it can pull Rebels from your graveyard to your library. No Rebel's work is ever done with Lin Sivvi on the scene. Because it's a Rebel, other recruiting Rebels can pull Lin Sivvi out fairly early. And at 3 toughness, it's difficult to get rid of early in the game—especially if there's a Crusade in play.

PARALLAX WAVE

This enchantment with fading is a strong anticreature card that lends itself to a few tricks. You can set aside your creatures and then play Wrath of God, or you can set aside your oppo-

nent's creatures, buying a few more turns. Parallax Wave combines very well with Monk Idealist, which can get Parallax Wave back from your graveyard once it has faded away.

SEAL OF CLEANSING

Disenchant is one of the strongest utility cards in the game, and white's entry in the Seal cycle is an enchantment version of this staple spell. As with all the Seals, you sacrifice surprise for the ability to play the card early. As an enchantment, Seal of Cleansing has some advantages. It's much more desirable in Replenish and Enchantress decks. Having it on the board early can

often help against control decks that include a few artifacts by requiring your opponent to deal with the Seal before he or she can get an artifact or enchantment of his or her own down on the table.

SPIRITUAL ASYLUM

Control decks will find this enchantment useful against land destruction and some mana-denial cards like Rishadan Port. It's likely to be a sideboard card but could see main-deck play in some Replenish decks. The enchantment's restriction limits the card to creatureless or creature-light decks.



Parallax Wave

Fading 5: Remove a fade counter from Parallax Wave. Remove target creature from the game. When Parallax Wave leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Wave.



Spiritual Asylum

Restriction: Creatures and lands you control can't be the target of spells or abilities. When a creature you control attacks, sacrifice Spiritual Asylum.



Lin Sivvi, Defiant Hero

×, ♠: Search your library for a Rebel card with converted mana cost X or less and put that card into play. Then shuffle your library.
3: Put target Rebel card from your graveyard on the bottom of your library. 1/3



Blinding Angel

Flying. Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase. 2/4



Seal of Cleansing

Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.

of them—an instant and a Spellshaper—keep a creature out of the fight for a turn, and the powerful Blinding Angel (one of white's top five, below) can lock an opponent down turn after turn.

WHITE REMOVAL

Although the overpowered Swords to Plowshares is long gone, there are still good white creature removal spells in the *Nemesis* set. Here's a quick recap:



Avenger en-Dal—This Spellshaper makes attacking a losing proposition for your opponent's creatures.

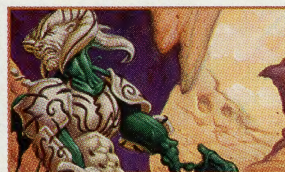
Defiant Vanguard—It might be small, but Defiant Vanguard can destroy any creature it can block.

Lawbringer—Targeted, red-specific creature removal.



Lightbringer—Targeted, black-specific creature removal.

Parallax Wave—Powerful, multiple creature removal with fading.



Topple—Removes the largest creature in play from the game.

THE NEW REBELS

CREATURES

- 1 Cho-Manno, Revolutionary
- 4 Crusade
- 4 Defiant Falcon
- 1 Defiant Vanguard
- 3 Disenchant
- 2 Last Breath
- 2 Lin Sivvi, Defiant Hero
- 1 Nightwind Glider
- 4 Power Sink
- 1 Ramosian Captain
- 4 Ramosian Lieutenant
- 4 Ramosian Sergeant
- 1 Rappelling Scouts
- 3 Steadfast Guard
- 1 Thermal Glider

LAND

- 4 Adarkar Wastes
- 1 Dust Bowl
- 1 Kor Haven
- 3 Island
- 15 Plains

SIDEBOARD

- 2 Armageddon
- 1 Arrest
- 1 Disenchant
- 2 Last Breath
- 3 Story Circle
- 2 Thermal Glider
- 2 Topple
- 2 Wrath of God

STARTER TERM

Converted Mana Cost

The converted mana cost is the total number of mana of any color that is required to play a spell. Frequently seen in the recruiting mechanic, this term has been in use since the release of the *Classic* (Sixth Edition) set.



STRAINS

Blue

by Charlie Catino

“Keep An Eye On Your Cards!” Flying High and Wide

If you play blue, the *Nemesis* set is definitely for you. In both Limited and Constructed formats, the blue *Nemesis* cards bring new opportunities to the table. Although blue is not usually known for big creatures, the *Nemesis* set introduces some flying fatties that are especially good in Limited environments. Of course, you also get lots of good cards in blue's specialties: countering, stealing permanents, and drawing cards. Last but not least, there are a few *Nemesis* cards in blue that will spawn new deck types.

DOMINATE THE AIR

In the *Masques* block as a whole and in the *Nemesis* set in particular, blue shines in Limited play, and a few blue cards are runaway favorites. One of the best *Nemesis* cards in Limited is Dominate. Everyone knows how good Control Magic and Treachery are; Dominate just might eclipse them. In addition to its ability to grab an opponent's creature, Dominate is an instant, so enchantment killers like Disenchant can't stop its effect. Yes, Dominate usually costs more than enchantments like Control Magic, but in

Limited, the mana cost isn't much of a problem.

Another good Limited card is Stronghold Biologist. Because creature removal is hard to come by in Sealed, this card can be very annoying. With this Spellshaper's powerful creature-countering ability, you'll certainly gain a creature advantage. Stronghold Zeppelin is a plain old beat-down card—a 3/3 creature with flying that can sometimes win a Limited game all by itself. Sliptide Serpent, a 4/4 bounceable creature, makes good use of the *Classic* rules. If your opponent manages to

BLUE'S TOP FIVE

ACCUMULATED KNOWLEDGE

This is one of the most interesting card-drawing cards ever created. It's not great if you happen to play only one, but the second is doubly effective. If you manage to draw a third one, you've gotten a really good deal. The spell's card-drawing ability makes you more likely to draw multiple copies, making it even stronger.

STRONGHOLD BIOLOGIST

One of the biggest problems blue decks can have is running out of counter-spells, and many players have trouble knowing

whether to counter a creature or to rely on creature-removal spells. This Spellshaper can greatly alleviate that problem. With the Biologist in play, you can counter one spell per turn while saving counter-spells in your hand to stop other cards.

STRONGHOLD ZEPPELIN

This is an amazing card for Limited play. In Limited, creatures with flying break creature stalls, and big flying creatures are even better—they're harder to block effectively. This creature's inability to block creatures without flying is unimportant in Limited play

because its primary role is attacking.

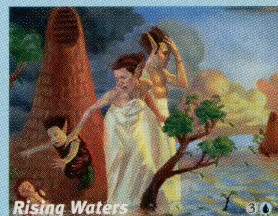
ROOTWATER THIEF

This card could help to bring back the Merfolk deck. It's a pretty good creature at 1/2 for 2 mana. Activating its flying ability makes it quite a bit better, and its library-stripping ability pushes it right over the top. Any deck with a limited number of ways to win must fear this card. It won't take long for a Rootwater Thief to take them all away.

RISEING WATERS

Winter Orb has always been a favorite card. It was extremely good at slowing a game down to allow you to

get your own game running. Blue decks in particular took advantage of this, because slowing your opponent down means you have more time to draw counter-spells. Now Winter Orb is back, and it's a blue enchantment.



Rising Waters

Lands don't untap during their controllers' untap steps. At the beginning of each player's upkeep, that player untaps a land he or she controls.



Rootwater Thief

♦ : Rootwater Thief gains flying until end of turn. Whenever Rootwater Thief deals combat damage to a player, you may pay 2. If you do, search that player's library for a card and remove that card from the game, then the player shuffles his or her library.



Accumulated Knowledge

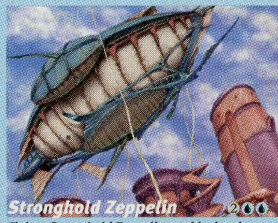
Draw a card, then draw cards equal to the number of Accumulated Knowledge cards in all graveyards.



Stronghold Biologist

♦ ♦ ♦, ♣, ♠, Discard a card from your hand: Counter target creature spell.

1/1



Stronghold Zeppelin

Flying. Stronghold Zeppelin can block only creatures with flying.

3/3



ORBLESS ORB

SPELLS (26)

- 4 Accumulated Knowledge
- 1 Arrest
- 4 Counterspell
- 1 Enlightened Tutor
- 2 Kismet
- 3 Miscalculate
- 4 Rising Waters
- 1 Story Circle
- 3 Thwart
- 3 Wrath of God

ARTIFACTS (10)

- 2 Millstone
- 4 Marble Diamond
- 4 Sky Diamond

LANDS (24)

- 4 Adarkar Wastes
- 3 Rishadan Port
- 9 Island
- 8 Plains

deal enough damage to destroy the Serpent, simply return it to your hand for 3, then play it again.

FLASH FLOOD WARNING

Although the *Nemesis* set brings many good blue cards for Limited, it contains even more good cards for Constructed. Accumulated Knowledge, the best card-drawing spell to come along in quite a while, will be appearing in

lots of blue decks. The first time you play one during a game, you don't get a lot for it, but the second one is a bargain, and the third is a steal—three cards for two mana. If you're incredibly lucky (or have some library searching), you get a huge benefit.

Another really good card is Rootwater Thief. This is the card Mike Long designed as a reward for winning the Duelist Invitational. This card can absolutely wreck combo

decks, and it can really hurt slow control decks that have only a few ways to win. Because its mana cost is only 1, it can hit the table early, making it harder to stop.

The most game-altering card for Constructed is Rising Waters—Winter Orb is back. This enchantment can crush decks that require lots of mana or those that rely on creatures with echo. All in all, blue does very well in *Nemesis*, especially in Constructed. ■

STARTER TERM

Removal

Simply put, removal includes any of a large number of cards that let you remove your opponent's permanents from play. From Disenchant to Lightning Bolt, the most efficient removal spells in each Constructed environment shape decks, influence strategies, and determine the effectiveness of many other cards. In Limited play, many players build their decks based on the amount and kinds of removal available to them. Common, global creature removal such as Pestilence can make one color dominant in Limited formats.



Black

by Paul Peterson

"Sleep When You Die, Man!"

More Mercenaries for Hire

Black in the *Nemesis* set proudly carries on the traditions begun in the *Mercadian Masques* set, and in many cases improves on them. Namely, more Mercenaries populate your side of the table and devastate your opponent's side.

FILLING THE RANKS

One of the stumbling blocks for Mercenary decks in the *Masques* set was that there were an awful lot of big ones and not enough small ones. This meant you had to climb up a pretty steep mana curve to get a bunch of them out. Not so anymore. *Nemesis* serves up a bunch of four-mana (and less) Mercs to flesh out your deck. These include:

Spineless Thug—A two-cost, 2/2 black creature that you can recruit? Sign me up.

Phyrexian Driver—This is not only a Mercenary but also a Mercenary helper. The Driver makes all your other Mercs bigger, which certainly helps you beat down your opponent.

Rathi Assassin—This could be the perfect four-cost Mercenary recruiter. Not only can the Assassin bring out your three-cost mercenaries,

but you can also tap it to destroy tapped, nonblack creatures.

IT'S NOT ALL ABOUT THE MERCS

Although Mercenaries do provide the backbone for a black creature deck, *Nemesis* does offer up some other excellent black cards, including two of the set's three legendary creatures.



Ascendant Evincar is a Phyrexianized Crovax. It still flies, but now it boosts your black creatures while weakening nonblack creatures. A black swarm deck may want the new Crovax leading the charge over the wall.

Volrath the Fallen is one ticked-off Legend. It's a 6/4 creature that has a Spellshaper-like ability that can boost its power and toughness to amazing levels. Your opponent better have a chump ready to feed to Volrath.

To help support all these Legends and Mercs, the *Nemesis* set provides some

excellent creature destruction and creature enhancement cards.

Massacre, **Vicious Hunger**, and **Dark Triumph** are all discussed in the "Black's Top Five" section, but they bear mentioning twice. **Massacre** and **Vicious Hunger** are both excellent creature-control cards. **Dark Triumph** is a great breakthrough card for Limited or a finishing card for horde decks in Constructed.

Seal of Doom is black's Seal card. Once it's on the table, your opponent can't put his or her best creature on the board until you break the Seal. Its presence alone will slow down your opponent's game.

STARTER TERM

Mana Curve

Professional **Magic** players often discuss *mana curves*. This refers to how quickly you can play the cards in your deck (the more high-cost cards you have, the slower your deck and the steeper your mana curve). Remember that you can only play one land per turn, so in the first two turns, you can only play spells that cost one or two mana.

If your deck needs a quick jump on the opponent, use a lot of one and two-cost spells (a shallow mana curve). This makes sure you'll have spells you can play early.

DARK HUNGER

CREATURES

- 4 Carrion Beetles
- 3 Hidden Horror
- 2 Necrosavant
- 4 Nether Spirit

- 2 Phyrexian Negator
- 4 Ravenous Rats

SPELLS

- 4 Dark Ritual
- 2 Dark Triumph
- 3 Death Pit Offering
- 1 Massacre

- 2 Seal of Doom
- 2 Snuff Out
- 2 Vicious Hunger
- 4 Victimize

LANDS

- 21 Swamp

BLACK'S TOP FIVE

MASSACRE

This is an excellent anti-weenie card in general. Against green decks, it's good because it'll take out all those annoying Elves. But where Massacre really shines is against Rebel decks. Not only does Massacre get around troublesome creatures with protection from black, but most Rebel players use plains, so you get to play this spell for free!

VICIOUS HUNGER

At first glance you might overlook this card because, for a black card, it's not that good at destroying creatures. Snuff Out, for example, can destroy almost anything. The key to Vicious Hunger is that it can target black creatures, so it's one of the few black cards you can use as a weapon against an opposing black deck.

DARK TRIUMPH

This is a great weenie helper card. Normally it would be kind of expensive for such a deck, but its alternative play cost takes care of that problem. Send a massive wave of small creatures at your opponent, then sacrifice one of the blocked critters to give all the rest +2/+0.

DIVINING WITCH

Way back in the *Ice Age* set, people discovered how good Demonic Consultation was at getting combo cards into your hand. Now Demonic Consultation is back, and you can use it every turn!

PARALLAX NEXUS

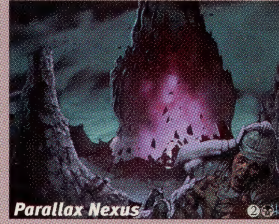
Black decks often need a way to slow down an opponent to get a good head start or to make sure an opponent can't stop some plan being hatched. This card is ideal for those purposes. Use

Dark Ritual to play Parallax Nexus on turn one and make your opponent play with two or three fewer cards for a while. Or, if the only card that can stop your horde from destroying your opponent is Earthquake, remove your opponent's hand to limit his or her chances.



Dark Triumph

If you control a swamp, you may sacrifice a creature instead of paying Dark Triumph's mana cost. Creatures you control get +2/+0 until end of turn.



Parallax Nexus

Fading 5. Remove a fade counter from Parallax Nexus: Target opponent removes a card in his or her hand from the game. Play this ability only if you could play a sorcery. When Parallax Nexus leaves play, each player returns to his or her hand all cards he or she owns removed from the game with Parallax Nexus.



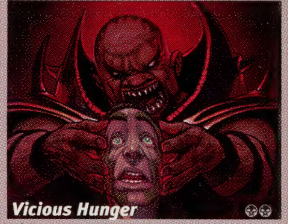
Massacre

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost. All creatures get -2/-2 until end of turn.



Divining Witch

1 ♠, 5. Discard a card from your hand. Name a card. Remove the top six cards of your library from the game. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game.



Vicious Hunger

Vicious Hunger deals 2 damage to target creature. You gain 2 life.

BEING DEAD IS NO EXCUSE

Although the *Nemesis* set doesn't break any new ground in the grave-digging department (recursion cards), you'll want the Mercenaries I've discussed (as well as their support cards) in your next Merc deck. And if you happen to toss a Victimize in, your Mercs will have no excuse for not working for you. Just make sure you pay them well. ■



Volrath the Fallen
Illus. Kev Walker

STRAFE

Red

by Charlie Catino

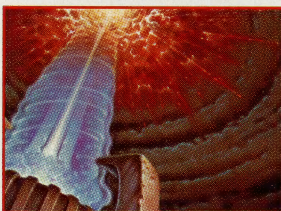
"The enemy of my enemy is...oh hell, kill 'em all."

Sligh and the Family Stones

The *Nemesis* set might make Sligh decks contenders again. Red is already useful in fast, aggressive decks, and cards such as Seal of Fire make it even better. Even with this potential for a strong Constructed deck type, red is at its best in Limited environments. *Nemesis* contains many red cards that help destroy creatures—one of the most important aspects of Limited play.

From Sligh to artifact-heavy Wildfire decks, red decks have been tournament staples as long as there have been tour-

naments. In the *Nemesis* set, a number of red cards threaten to shape Constructed play. Seal of Fire, the enchantment version of Shock, is a solid creature-kill card that'll find a place in nearly all aggressive



red decks in the future. Expect to see four Shocks and four Seals of Fire in lots of red decks. **Flame Rift** is also a



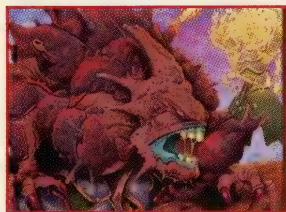
very good card for fast decks; aggressive players don't mind taking 4 damage as long as they can inflict that much on their opponents at the same time—especially for only 1.

Lacolith Whelp is a good one-mana creature that works well against control-deck creatures like Kris Mage and Mother of Runes. A wild card



Lacolith Titan
Illus. Tony Szczudlo

in Constructed might well be **Mana Cache**. It changes the way people play, and it has the potential to hurt a number of deck types. Only time will tell if Mana Cache is treasure or trash.



GO WITH THE FLOWSTONE

Constructed possibilities aside, Limited is the environment in which red *Nemesis* cards really shine. With tons of different ways to deal damage, your opponent won't have any creatures left. Red's first boost comes from the Lacollioth creatures, which allow you to redirect their combat damage. If you can manage to play Lacollioth Titan (6/6), your opponent is in *real* trouble.



Adding to these tricky creatures is a plethora of good damage spells. Seal of Fire (good in both Constructed and Limited), **Flowstone Strike**, and Ancient Hydra are all good creature-removal cards.

For recursive creature destruction, you can turn to **Arc Mage** or Flowstone Overseer, both of which are excellent creature



removal. For mass creature destruction, you have **Rupture** and Flowstone Slide. As you can see, red *Nemesis* cards provide Limited players with a vast number of good tools to help them crush their opponents. ■

STARTER TERM

"Sligh"

A popular deck type for several years, Sligh decks are aggressive, efficient decks modeled on two principles: every card should be a threat and there should be something to cast every turn. The first principle is obvious, by choosing the most efficient red creatures available and fleshing the deck out with direct damage and light land destruction, every card threatens the opponent. The second principle takes practice and discipline in the deck building stage. Pro players have refined the number of one- and two-mana creatures, and even casual players using these decks pay careful attention to the mana cost of every card in their deck.



BETTER OFF RED

CREATURES (20)

- 4 Goblin Cadets
- 4 Goblin Patrol
- 2 Goblin War Buggy
- 3 Kris Mage
- 3 Lacollioth Whelp
- 3 Masticore
- 1 Squee, Goblin Nabob

SPELLS (19)

- 2 Arc Lightning
- 4 Flame Rift
- 1 Hammer of Bogardan
- 2 Pillage
- 2 Reckless Abandon
- 4 Seal of Fire
- 4 Shock

LANDS (21)

- 4 Rishadan Port
- 17 Mountain

RED'S TOP FIVE

DOWNHILL CHARGE

Red provides players with the most effective cards for increasing a creature's power. This card is no exception. In a pure red deck, Downhill Charge packs quite a punch. Also, if you manage to play two of them, your creature could get *really* big.

FLOWSTONE SLIDE

This card is an expensive way to get rid of creatures, but it's worth it. One of red's biggest weaknesses when playing against white is white's numerous creatures with protection from red. Because Flowstone Slide isn't targeted and doesn't deal damage, it can destroy even those pesky Thermal Gliders.

LACOLLIOTH WHELP

This is a really good card in Limited play, and could see some use in Constructed decks as well. Red decks in general and Sligh decks in particular love 1/1 creatures with decent abilities.

MOGG ALARM

Either way you play this card, it's bound to help you. Two 1/1 creatures for three mana is a pretty good deal by itself. And if you have too many lands and are already playing other spells, you can just sacrifice a couple of mountains to make a little Goblin surprise.

SEAL OF FIRE

Now instead of only being allowed to play with four Shocks, you can add these to your deck and have up to eight! This Seal is also pretty good against discard decks, because you can play it early and save its effect for later in the game.



Mogg Alarm
You may sacrifice two mountains instead of paying Mogg Alarm's mana cost. Put two 1/1 red Goblin creature tokens into play.



Seal of Fire
Sacrifice Seal of Fire: Seal of Fire deals 2 damage to target creature or player.



Flowstone Slide
All creatures get +X/-X until end of turn.



Lacollioth Whelp
Whenever Lacollioth Whelp becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Lacollioth Whelp deals no combat damage this turn.



Downhill Charge
You may sacrifice a mountain instead of paying Downhill Charge's mana cost. Target creature gets +X/+0 until end of turn, where X is the number of mountains you control.

Green

by Paul Peterson

"The new wave of beatdown." Bigger Is Better

Green has been growing in power and popularity recently. People are learning the power of beatdown and the value of creatures in general. The *Nemesis* set continues to improve green's strengths and adds new mechanics that help make for good creatures.

STAY A WHILE

Fading—The best way R&D has to create a big creature with a low mana cost is to give it a disadvantage. As disadvantages go, fading is a pretty good tradeoff—you

trade time on the board for power.

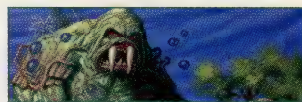


Skyshroud Ridgeback—You get a 2-power creature for 4. You gotta love it. Slap a Rancor on it on turn two and attack for a couple of turns. When it fades away, you get the Rancor back.

Blastoderm—Following in the tradition of Hunted Wumpus, Blastoderm's another amazing creature for four

mana. It's 5/5, and most of your opponents will find their creature removal spells useless!

Woodripper—It's an okay creature that's simply amazing against artifacts. Green doesn't often get repeatable, targeted destruction, so live it up.



Skyshroud Behemoth—How can you not love a 10/10 creature?

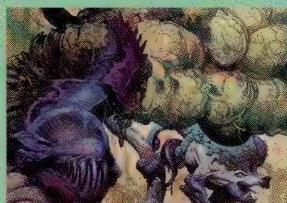
GREEN'S TOP FIVE

ANIMATE LAND

This is a surprisingly good and versatile card. Sometimes it will just deal 3 extra damage to your opponent when you unexpectedly attack with a land. Sometimes it will enable you to destroy an attacking creature as you create a surprise blocker. You can even destroy a key land by animating it and using direct damage or creature destruction instead of land destruction.

BLASTODERM

I just can't say enough good things about this creature. It's 5/5 for 4, and your opponents can't even target it to get rid of it. They either take the damage or start pitching their creatures in front of it, neither of which will make them happy.



SAPROLING BURST

Fading 7. Remove a fade counter from Saproling Burst. Put a green Saproling creature token into play. It has "This creature's power and toughness are each equal to the number of fade counters on Saproling Burst." When Saproling Burst leaves play, destroy all tokens put into play with Saproling Burst. They can't be regenerated.

SAPROLING BURST

This is one of the best cards with fading in the set. It gives you the ability to make the right creatures to handle your opponent's defenses and it can deliver a tremendous amount of damage. This card will devastate an opponent in Limited formats.

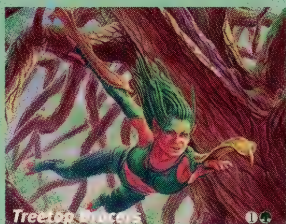
STAMPEDE DRIVER

This is a great creature to help out in any of your horde decks. It's very versatile. It helps small creatures by pumping them all up a bit. With a few weenies in play, this can become quite a bit of



Blastoderm

Fading 3. Blastoderm can't be the target of spells or abilities. 5/5



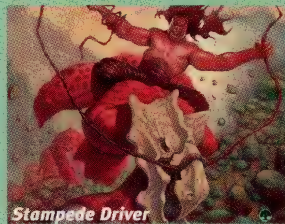
Tree Top Bracers

Enchanted creature gets +1/+1 and can be blocked only by creatures with flying.

damage. It helps your fatties by giving them all trample so they can get over any speed bumps your opponent might have in play.

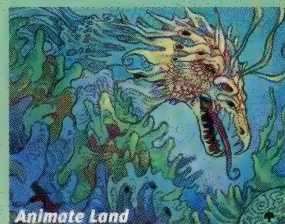
TREETOP BRACERS

It's certainly not a high-level Constructed card, but it should prove very useful in Limited play, where any way to get your creatures past your opponent's defenses can swing a game.



Stampede Driver

1 ♣, ♠. Discard a card from your hand: Creatures you control get +1/+1 and gain trample until end of turn. 1/1



Animate Land

Until end of turn, target land is a 3/3 creature that's still a land.



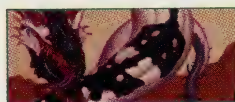
GET ME CARDS

If you want to talk about serious card advantage, check out the cards with the Howling Wolf ability. Play one and draw three cards!



Skyshroud Sentinel—

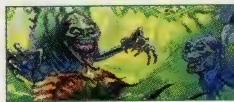
Use a mana-producing Elf to get it into play on turn two, then you can play another on turn three, and so on.



Nesting Wurm—A 4/3 creature with trample is always good, especially when you have four of them.

Pack Hunt—

Say howdy to what may be green's best card drawing ever. Even blue, the



color with the best card-drawing abilities, doesn't often get to draw three cards for four mana.

Last year's State Championship tournaments were filled with green decks, most of which followed the Stompy deck archetype. As long as Rancor, cheap creatures, and solid card-drawing effects are in place, green decks will be a force in both tournament and casual play. ■

STARTER TERM

Weenie

No, they're not small hot dogs. *Weenies*, creatures with a low mana cost, are a staple of many tournament decks. One of the most enduring deck types in the **Magic** game, weenie decks have been around since the early days. The best weenie decks concentrate on playing one- and two-mana creatures with power and toughness equal to or greater than their mana cost.



TWO-MANA BEATDOWN

CREATURES (28)

- 3 Albino Troll
- 2 Blastoderm
- 2 Elvish Lyrist
- 4 Llanowar Elves
- 4 River Boa
- 2 Stampede Driver
- 4 Pouncing Jaguar
- 3 Uktabi Orangutan
- 4 Wild Dogs

SPELLS (10)

- 2 Giant Growth
- 2 Might of Oaks
- 4 Rancor
- 2 Seal of Strength

LANDS (22)

- 2 Gaea's Cradle
- 4 Rishadan Port
- 4 Treetop Village
- 12 Forest

THE
RAVENS

Artifacts & Lands

by Mike Elliott

Tools for a New Environment

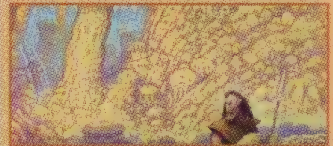
Artifacts fared very well in the *Nemesis* set. There are several good artifacts with fading as well as a fading card helper, Parallax Inhibitor. All of the lands have potential for Constructed play. Kor Haven will certainly be a staple on the tournament scene, and both Terrain Generator and Rath's Edge will likely be seen in specialized decks.

A few of the artifacts will certainly show up in a lot of decks. Belbe's Portal has possibilities in large-creature theme decks, and Rackling could rear its head in some discard decks. In Limited play, most of the artifact creatures should be fairly solid, and the legendary artifact Predator

looks extremely strong—for a mere seven mana per turn, you can eliminate any creature, and you can also use it to fly attackers over your opponent's defenses during a creature stall.

Belbe's Armor also appears to be a good defensive card, with the ability to both protect a creature from damage and decrease damage dealt by an opponent's attacking creature. And Flowstone Armor could be very useful in getting rid of those pesky Spellshapers. The artifacts and lands from the *Nemesis* set comprise a respectable mix of cards for both the Limited and Constructed environments. ■

TOP FIVE ARTIFACTS & LANDS



KOR HAVEN

The fourth entry in the legendary land megacycle, following Teferi's Isle, Volrath's Stronghold, and Yavimaya Hollow, this land functions a lot like the Maze of Ith, but with the advantage that you can block and kill a creature without losing your defender. It's almost certain to be seen on the tournament scene in white swarm decks.



KILL SWITCH

A possible answer to "mono-brown" decks (all artifacts), this card can shut down decks based on heavy artifact mana while also keeping those annoying Masticores at bay. Kill Switch is probably too narrow to be a main-deck choice, but against the right deck type, it can be brutal.

RATH'S EDGE

Although it's not as versatile as Dust Bowl or Rishadan Port, Rath's Edge provides you with an alternative victory condition in case you get locked down by a blue/white control deck or a nasty enchantment.

TANGLE WIRE

Probably a sleeper card, this artifact can often delay your opponent for a few turns while you set up for the big finish. Because it's an artifact, you can tap it to meet its own requirement. Mana-denial decks sometimes have trouble setting up quickly enough, and Tangle Wire can buy time to get a few more lands into play.

VICELING

A creature version of Black Vise, this 2/2 creature can be a good addition to a mana-denial deck. Decks based on Rising Waters or on good old-fashioned land destruction can make good use of this card. Because it can also attack for 2 damage a turn, the Viceling can often finish your opponents off quickly if you can keep their hand full.

TANGLED UP

SPELLS

- 4 Accumulated Knowledge
- 4 Counterspell
- 4 Marble Diamond
- 4 Power Sink
- 4 Rising Waters
- 4 Seal of Removal
- 2 Sky Diamond
- 3 Tangle Wire

2 Viceling

- 1 War Tax
- 4 Wrath of God

LANDS

- 4 Adarkar Wastes
- 4 Rishadan Port
- 14 Island
- 2 Plains

SIDEBOARD

- 4 Chill
- 2 Disenchant
- 1 Dust Bowl
- 4 Hibernation
- 4 Light of Day

STARTER TERM

Creature Stall

More frequent in Limited play than in Constructed, a creature stall occurs when both players have large numbers of creatures without evasion abilities in play. Being able to assign blockers gives a huge advantage to the defender during a combat that involves a bunch of creatures. The defender can often destroy multiple powerful attackers while losing only minor defending creatures and suffering a few points of damage, so attacking has little appeal. Because the game tends to remain static for several turns, play seems stalled.

NEMESIS CARD ENCYCLOPEDIA

ACCUMULATED KNOWLEDGE — BLINDING ANGEL

Each card is shown in alphabetical order. Below each card you'll see two checkboxes next to the name and collectors' number. The is for marking which foils you have. The is for marking which non-foil cards you have.



Accumulated Knowledge 26/143



Æther Barrier 27/143



Air Bladder 28/143



Ancient Hydra 76/143



Angelic Favor 1/143



Animate Land 101/143



Arc Mage 77/143



Ascendant Evincar 51/143



Avenger en-Dal 2/143



Battlefield Percher 52/143



Belbe's Armor 126/143



Belbe's Percher 53/143



Belbe's Portal 127/143



Blastoderm 102/143



Blinding Angel 3/143



Bola Warrior 1

Creature — Spellshaper

2, 3: Discard a card from your hand. Target creature can't block this turn.

The ingredients for panic include equal parts danger, uncertainty, and helplessness.

Illus. Adam Rex 1/1

● Bola Warrior 78/143



Carrion Wall 1

Creature — Wall

(Walls can't attack.)

1: Regenerate Carrion Wall.

A wall built from the bodies of the enemy will never lack building material in times of war.

Illus. Tony Sznajdlo 3/2

● Carrion Wall 54/143



Chieftain en-Dal 1

Creature — Knight

Whenever Chieftain en-Dal attacks, attacking creatures gain first strike until end of turn.

The clearest commands are practical examples.

Illus. Wright Davis 2/2

● Chieftain en-Dal 4/143



Cloudskate 1

Creature — Illusion

Flying

Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

Illus. Carl Critchlow 2/2

● Cloudskate 29/143



Coiling Woodworm 2

Creature — Insect

Coiling Woodworm's power is equal to the number of forests in play.

Only the elves know where the woods end and the woodworm begins.

Illus. David Martin 4/1

● Coiling Woodworm 103/143



Complex Automaton 1

Artifact Creature — Golem

At the beginning of your upkeep, if you control seven or more permanents, return Complex Automaton to its owner's hand.

"This tasteless design cannot possibly be Phyrrean."

—Belbe

Illus. Dana Khutson 4/4

● Complex Automaton 128/143



Dark Triumph 1

Instant

If you control a swamp, you may sacrifice a creature instead of paying Dark Triumph's mana cost.

Creatures you control get +2/+0 until end of turn.

All that's left is the coronation.

Illus. Adam Rex 2/2

● Dark Triumph 55/143



Daze 1

Instant

You may return an island you control to its owner's hand instead of paying Daze's mana cost.

Counter target spell unless its controller pays 3.

Illus. Matthew D. Wilson 3/0

● Daze 30/143



Death Pit Offering 2

Enchantment

As Death Pit Offering comes into play, sacrifice all creatures you control. Creatures you control get +2/+2.

"Kill them all and feed them to the new recruits."

—Crovax

Illus. Pete Venters 5/6

● Death Pit Offering 56/143



Defender en-Vec 3

Creature — Cleric

Fading 4 (This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

Remove a fade counter from Defender en-Vec. Prevent the next 2 damage that would be dealt to target creature or player this turn.

Illus. Bradley Williams 2/4

● Defender en-Vec 5/143



Defiant Falcon 1

Creature — Rebel Bird

Flying

2, 3: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Illus. Bradley Williams 1/1

● Defiant Falcon 6/143



Defiant Vanguard 2

Creature — Rebel

When Defiant Vanguard blocks, at end of combat, destroy it and all creatures it blocked this turn.

3: Search your library for a Rebel card with converted mana cost 4 or less and put that card into play. Then shuffle your library.

Illus. Pete Venters 2/2

● Defiant Vanguard 7/143



Divining Witch 1

Creature — Spellshaper

1, 3: Discard a card from your hand. Name a card. Remove the top six cards of your library from the game. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game.

Illus. Donato Giancola 1/1

● Divining Witch 57/143



Dominate 1

Instant

Gain control of target creature with converted mana cost X or less. (This spell's effect doesn't end at end of turn.)

"I've come to reclaim what is mine. And you, Greven, are mine."

—Volrah

Illus. Scott Hampton 3/1

● Dominate 31/143



Downhill Charge 2

Instant

You may sacrifice a mountain instead of paying Downhill Charge's mana cost.

Target creature gets +X/+0 until end of turn, where X is the number of mountains you control.

Illus. Fint & Tim Holtzman 7/9

● Downhill Charge 79/143



Ensnare 3

Instant

You may return two islands you control to their owner's hand instead of paying Ensnare's mana cost.

Tap all creatures.

Rootwater has become as dangerous to its demizens as to its enemies.

Illus. Cam Yan 3/2

● Ensnare 32/143

NEMESIS CARD ENCYCLOPEDIA

Eye of Yawgmoth — JOLTING MERFOLK



Eye of Yawgmoth 129/143

Artifact

3, 6, Sacrifice a creature: Reveal cards from the top of your library equal to the sacrificed creature's power. Put one into your hand and remove the rest from the game.

Illus. DeTertzi



Fanatical Devotion 8/143

Enchantment

Sacrifice a creature: Regenerate target creature.

The Oracle told Eladamri he would save his people by abandoning them. His followers adopted that ideal.

Illus. Justin D. Sizemore



Flame Rift 80/143

Sorcery

Flame Rift deals 4 damage to each player.

Greyax hungered for power, and the stronghold devoured the sky.

Illus. Ben Thompson



Flint Golem 130/143

Artifact Creature — Golem

Whenever Flint Golem becomes blocked, defending player puts the top three cards of his or her library into his or her graveyard.

Illus. Lou Harrison



Flowstone Armor 131/143

Artifact

You may choose not to untap Flowstone Armor during your untap step.

3, 6: Target creature gets +1/-1 as long as Flowstone Armor remains tapped.

Illus. Paolo Parente



Flowstone Crusher 81/143

Creature — Beast

6: Flowstone Crusher gets +1/-1 until end of turn.

"Someone must have done something very bad to make a rock that angry." —Rebel scout

Illus. Ben Thompson



Flowstone Overseer 82/143

Creature — Beast

2: Target creature gets +1/-1 until end of turn.

The rebels couldn't see where the war was coming from. Then they saw it was coming from everywhere.

Illus. Andrew Goldsack



Flowstone Slide 83/143

Sorcery

All creatures get +X/-X until end of turn.

It may look like soil, but its nature is malice.

Illus. Shapp



Flowstone Strike 84/143

Instant

Target creature gets +1/-1 and gains haste until end of turn. (It may attack and 6 the turn it comes under your control.)

Aggression exacts its toll.

Illus. Mike Ploog



Flowstone Surge 85/143

Enchantment

Creatures you control get +1/-1.

The army was never at a loss for weapons; Greyax was their forge.

Illus. Scott Hampton



Flowstone Thopter 132/143

Artifact Creature

6: Flowstone Thopter gets +1/-1 and gains flying until end of turn.

Airborne flowstone isn't less dangerous, only less common.

Illus. Mike Ploog



Flowstone Wall 86/143

Creature — Wall

(Walls can't attack.)

6: Flowstone Wall gets +1/-1 until end of turn.

The rebels assaulted the wall, never suspecting the wall would assault back.

Illus. Jeff Miracosta



Fog Patch 104/143

Instant

Play Fog Patch only during the declare blockers step.

Attacking creatures become blocked. (This spell works on unblockable creatures.)

Realizing they weren't getting past the fog, the elves did the only thing they could do: wait.

Illus. Rebecca Gray



Harvest Mage 105/143

Creature — Spellshaper

6, 6: Discard a card from your hand: Until end of turn, if you tap a land for mana, it produces one mana of any color instead of its normal type and amount.

"Why should one limit oneself to the resources at hand?"

Illus. Dan Frawley



Infiltrate 33/143

Instant

Target creature is unblockable this turn.

Getting in was the easy part. Getting out proved to be more difficult.

Illus. Stewart DeCanto



Jolting Merfolk 34/143

Creature — Merfolk

Fading 4 (This creature comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

Remove a fade counter from Jolting Merfolk: Tap target creature.

Illus. Zilbo Angar



● Kill Switch 133/143



● Kor Haven 141/143



● Laccolith Grunt 87/143



● Laccolith Rig 88/143



● Laccolith Titan 89/143



● Laccolith Warrior 90/143



● Laccolith Whelp 91/143



● Lashknife 9/143



● Lawbringer 10/143



● Lightbringer 11/143



● Lin Sivvi, Defiant Hero 12/143



● Mana Cache 92/143



● Massacre 58/143



● Mind Slash 59/143



● Mind Swords 60/143



● Mogg Alarm 93/143



Mogg Salvage (2)

Instant

If an opponent controls an island and you control a mountain, you may play Mogg Salvage without paying its mana cost. Destroy target artifact.

Three moggs, one treasure, too bad.

Illus. Brian Panter

● Mogg Salvage 94/143



Mogg Toady (1)

Creature — Goblin

Mogg Toady can't attack unless you control more creatures than defending player.

Mogg Toady can't block unless you control more creatures than attacking player.

Illus. Mike Ploog

● Mogg Toady 95/143



Moggcatcher (2)

Creature — Mercenary

3, ♣: Search your library for a Goblin card and put that card into play. Then shuffle your library.

"They're not worth much, but they're easy to catch."

Illus. Peter Ventres

● Moggcatcher 96/143



Mossdog

Creature — Hound

Whenever Mossdog becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on Mossdog.

The more you look at it, the more dangerous it becomes.

Illus. Matt Cooper

● Mossdog 106/143



Murderous Betrayal (3)

Enchantment

♣♣: Pay half your life rounded up. Destroy target nonblack creature. It can't be regenerated.

In darkness, the assassin sneaked into the village and destroyed what Eldamri loved most: his daughter.

Illus. Randy Gallegos

● Murderous Betrayal 61/143



Nesting Worm (4)

Creature — Worm

Trample

When Nesting Worm comes into play, you may search your library for up to three Nesting Worm cards, reveal them, and put them into your hand. If you do, shuffle your library.

Illus. Rick Poyser

● Nesting Worm 107/143



Netter en-Dal *

Creature — Spellthief

♣, ♠: Discard a card from your hand: Target creature can't attack this turn.

The wizard's vocabulary of mogg profanities increased with every net she cast.

Illus. Greg Staples

● Netter en-Dal 13/143



Noble Stand (4)

Enchantment

Whenever a creature you control blocks, you gain 2 life.

Soldiers will always endanger their lives to defend many other lives.

Illus. Greg Staples

● Noble Stand 14/143



Off Balance *

Instant

Target creature can't attack or block this turn.

A heavy weapon deals plenty of damage—but it does have to hit.

Illus. Tony DiTerlizzi

● Off Balance 15/143



Oracle's Attendants (3)

Creature — Oracle

♣: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead.

The future isn't sacred, but its speaker is.

Illus. Greg Staples

● Oracle's Attendants 16/143



Oraxid (3)

Creature — Beast

Protection from red

"I'm constantly amazed by the tenacity of living creatures on this plane. Even in the stronghold's white-hot core, life persists."

—Ertai

Illus. Dave Dorman

● Oraxid 35/143



Overlaid Terrain (2)

Enchantment

As Overlaid Terrain comes into play, sacrifice all lands you control.

Lands you control have "♣: Add two mana of any one color to your mana pool."

One must reap before one can sow.

Illus. D'Erin

● Overlaid Terrain 108/143



Pack Hunt (6)

Sorcery

Search your library for up to three copies of target creature, reveal them, and put them into your hand. Then shuffle your library.

The one you see is just a diversion.

Illus. Sam Wood

● Pack Hunt 109/143



Pale Moon (1)

Instant

Until end of turn, if a player taps a nonbasic land for mana, it produces colorless mana instead of its normal type.

Denizens of Rath had never seen the moon before. It was a symbol of change, not constancy.

Illus. Peter Ventres

● Pale Moon 36/143



Parallax Dementia (1)

Enchant Creature

Fading 1 (This enchantment comes into play with one fade counter on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

Enchanted creature gets +3/+2.

When Parallax Dementia leaves play, destroy enchanted creature. That creature can't be regenerated.

Illus. Eric Peterson

● Parallax Dementia 62/143



Parallax Inhibitor (2)

Artifact

1, ♣: Sacrifice Parallax Inhibitor: Put a fade counter on each permanent with fading you control.

"The best I can offer is a temporary reprieve."

—Belbe

Illus. Greg Staples

● Parallax Inhibitor 134/143



Parallax Nexus 63/143



Parallax Tide 37/143



Parallax Wave 17/143



Phyrexian Driver 64/143



Phyrexian Prowler 65/143



Plague Witch 66/143



Predator, Flagship 135/143



Rackling 136/143



Rath's Edge 142/143



Rathi Assassin 67/143



Rathi Fiend 68/143



Rathi Intimidator 69/143



Refreshing Rain 110/143



Rejuvenation Chamber 137/143



Reverent Silence 111/143



Rhox 112/143



Rising Waters 3/1

Enchantment

Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer

● Rising Waters 38/143



Rootwater Commando 2/0

Creature — Merfolk

Islandwalk (*This creature is unblockable as long as defending player controls an island.*)

Rootwater merfolk are seldom seen these days, but elf corpses are as numerous as ever.

Illus. Mark Tedin

● Rootwater Commando 39/143



Rootwater Thief 1/0

Creature — Merfolk

● Rootwater Thief gains flying until end of turn.

Whenever Rootwater Thief deals combat damage to a player, you may pay 2. If you do, search that player's library for a card and remove that card from the game, then the player shuffles his or her library.

Illus. Ron Spears

● Rootwater Thief 40/143



Rupture 2/0

Sorcery

Sacrifice a creature. Rupture deals damage equal to that creature's power to each creature without flying and each player.

All creatures have an inner fire. Releasing it can be dangerous.

Illus. Ciss Yan

● Rupture 97/143



Rusting Golem 4

Artifact Creature — Golem

Fading 5 (*This creature comes into play with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)

Rusting Golem's power and toughness are each equal to the number of fade counters on it.

Illus. Greg Staples

● Rusting Golem 138/143



Saproling Burst 4

Enchantment

Fading 7

Remove a fade counter from Saproling Burst. Put a green Saproling creature token into play. It has "This creature's power and toughness are each equal to the number of fade counters on Saproling Burst."

When Saproling Burst leaves play, destroy all tokens put into play with Saproling Burst. They can't be regenerated.

Illus. Carl Critchlow

● Saproling Burst 113/143



Saproling Cluster 1/0

Enchantment

1, Discard a card from your hand: Put a 1/1 green Saproling creature token into play. Any player may play this ability.

Illus. Matt Cavotta

● Saproling Cluster 114/143



Seahunter 2/0

Creature — Mercenary

●, ●: Search your library for a Merfolk card and put that card into play. Then shuffle your library.

"They can't feel pain. They just wiggle 'cause they're scared."

Illus. Heather Lindor

● Seahunter 41/143



Seal of Cleansing 1*

Artifact

Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.

"I am the purifier, the light that clears all shadows."

—Seal inscription

Illus. Christopher Moeller

● Seal of Cleansing 18/143



Seal of Doom 2/0

Enchantment

Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.

"I am the banisher, the ill will that snuffs the final candle."

—Seal inscription

Illus. Christopher Moeller

● Seal of Doom 70/143



Seal of Fire

Enchantment

Sacrifice Seal of Fire: Seal of Fire deals 2 damage to target creature or player.

"I am the romancer, the passion that consumes the flesh."

—Seal inscription

Illus. Christopher Moeller

● Seal of Fire 98/143



Seal of Removal 0

Enchantment

Sacrifice Seal of Removal: Return target creature to its owner's hand.

"I am the unraveler, the loosened thread that will not hold."

—Seal inscription

Illus. Christopher Moeller

● Seal of Removal 42/143



Seal of Strength 4

Enchantment

Sacrifice Seal of Strength: Target creature gets +3/+3 until end of turn.

"I am the feeder, the morsel that revives the starving."

—Seal inscription

Illus. Christopher Moeller

● Seal of Strength 115/143



Shrieking Mogg 1/0

Creature — Goblin

Haste (*This creature may attack and tap the turn it comes under your control.*)

When Shrieking Mogg comes into play, tap all other creatures.

You have to admire its enthusiasm.

Illus. Dan Fiedler

● Shrieking Mogg 99/143



Silkenfist Fighter 1*

Creature — Soldier

Whenever Silkenfist Fighter becomes blocked, untap it.

*Simple wooden staff
Made from life, protecting life,
Stronger than cold steel.*

Illus. Dan Fiedler

● Silkenfist Fighter 19/14



Silkenfist Order 3**

Creature — Soldier

Whenever Silkenfist Order becomes blocked, untap it.

*Hands weave life and death;
Intertwining spirits knit
Tapestries and shrouds.*

Illus. Dan Fiedler

● Silkenfist Order 20/143



Sivi's Ruse 2**

Instant

If an opponent controls a mountain and you control a plains, you may play Sivi's Ruse without paying its mana cost.

Prevent all damage that would be dealt this turn to creatures you control.

— Ilus. Vance Miller
©1993–2009 Wizards of the Coast, Inc. 116/143

● Sivi's Ruse 21/143



Sivi's Valor 2*

Instant

If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Sivi's Valor. All damage that would be dealt to target creature this turn is dealt to you instead.

— Ilus. Adam Adamson
©1993–2009 Wizards of the Coast, Inc. 116/143

● Sivi's Valor 22/143



Skyshroud Behemoth 5

Creature — Beast

Fading 2 (This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

Skyshroud Behemoth comes into play tapped.

— Ilus. Eric Peterson
©1993–2009 Wizards of the Coast, Inc. 116/143

● Skyshroud Behemoth 116/143



Skyshroud Claim 3

Sorcery

Search your library for up to two forest cards and put them into play. Then shuffle your library.

The forest's constant struggle is to keep the spreading flowstone at bay.

— Ilus. Mark Romanoski
©1993–2009 Wizards of the Coast, Inc. 117/143

● Skyshroud Claim 117/143



Skyshroud Cutter 3

Creature — Beast

If you control a forest, you may have each other player gain 5 life instead of paying Skyshroud Cutter's mana cost.

— Ilus. Tomasz Szczydlowski
©1993–2009 Wizards of the Coast, Inc. 118/143

● Skyshroud Cutter 118/143



Skyshroud Poacher 2

Creature — Rebel

3, ♣: Search your library for an Elf card and put that card into play. Then shuffle your library.

"It's OK. They're just elves."

— Ilus. Ron Spencer
©1993–2009 Wizards of the Coast, Inc. 118/143

● Skyshroud Poacher 119/143



Skyshroud Ridgeback

Creature — Beast

Fading 2 (This creature comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

— Ilus. Carl Critchlow
©1993–2009 Wizards of the Coast, Inc. 120/143

● Skyshroud Ridgeback 120/143



Skyshroud Sentinel 2

Creature — Elf

When Skyshroud Sentinel comes into play, you may search your library for up to three Skyshroud Sentinel cards, reveal them, and put them into your hand. If you do, shuffle your library.

— Ilus. Randy Gallegos
©1993–2009 Wizards of the Coast, Inc. 121/143

● Skyshroud Sentinel 121/143



Sliptide Serpent 4

Creature — Serpent

3 ♣: Return Sliptide Serpent to its owner's hand.

It's futile to fight something you can see only in the corner of your eye.

— Ilus. Daren Bader
©1993–2009 Wizards of the Coast, Inc. 124/143

● Sliptide Serpent 43/143



Sneaky Homunculus 1

Creature — Illusion

Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater.

Keep watch only for the giants and you'll be eaten by the ants.

— Ilus. Scott M. Fischer
©1993–2009 Wizards of the Coast, Inc. 124/143

● Sneaky Homunculus 44/143



Spineless Thug 1

Creature — Mercenary

Spineless Thug can't block.

These troops are only as strong as the evincar's control.

— Ilus. Matthew D. Wilson
©1993–2009 Wizards of the Coast, Inc. 124/143

● Spineless Thug 71/143



Spiritual Asylum 2**

Instant

Creatures and lands you control can't be the target of spells or abilities.

When a creature you control attacks, sacrifice Spiritual Asylum.

Trapped in safety is still trapped.

— Ilus. Victor Adamez
©1993–2009 Wizards of the Coast, Inc. 124/143

● Spiritual Asylum 23/143



Spiteful Bully 1

Creature — Mercenary

At the beginning of your upkeep, Spiteful Bully deals 3 damage to target creature you control.

Like most creatures bent on total destruction, they rarely bother to double-check their targets.

— Ilus. Chippy
©1993–2009 Wizards of the Coast, Inc. 124/143

● Spiteful Bully 72/143



Stampede Driver

Creature — Spellshaper

1 ♣, ♠: Discard a card from your hand: Creatures you control get +1/+1 and gain trample until end of turn.

"The thunder of hooves is music to my ears."

— Ilus. Ron Spears
©1993–2009 Wizards of the Coast, Inc. 122/143

● Stampede Driver 122/143



Stronghold Biologist 2

Creature — Spellshaper

♣♣, ♠: Discard a card from your hand: Counter target creature spell.

He twists the laws of nature until they scream.

— Ilus. Terese Nielsen
©1993–2009 Wizards of the Coast, Inc. 124/143

● Stronghold Biologist 45/143



Stronghold Discipline 2

Sorcery

Each player loses 1 life for each creature he or she controls.

"Creax never passes up an opportunity to cause widespread misery."

— Belbe

— Ilus. Li Tie
©1993–2009 Wizards of the Coast, Inc. 124/143

● Stronghold Discipline 73/143



Stronghold Gambit 1

Sorcery

Each player chooses a card in his or her hand. Then each player reveals his or her chosen card. The owner of the creature card revealed this way with the lowest converted mana cost puts that card into play. If two or more creature cards are tied for lowest cost, those cards are put into play.

Illus. Greg & Tim Hildebrandt

Stronghold Gambit 100/143



Stronghold Machinist 2

Creature — Spellshaper

♦ ♦, ♠ Discard a card from your hand: Counter target noncreature spell.

She stretches the laws of physics until they snap.

Illus. Terese Nielsen

Stronghold Machinist 46/143



Stronghold Zeppelin 2

Creature — Ship

Flying

Stronghold Zeppelin can block only creatures with flying.

As long as the stronghold controlled the sky, the rebels were doomed.

Illus. Arnie Sweeth

Stronghold Zeppelin 47/143



Submerge 4

Instant

If an opponent controls a forest and you control an island, you may play Submerge without paying its mana cost.

Put target creature on top of its owner's library.

Illus. Mark Romano

Submerge 48/143



Tangle Wire 5

Artifact

Fading 4 (This artifact comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

Illus. Glen Angus

Tangle Wire 139/143



Terrain Generator

Land

♦ Add one colorless mana to your mana pool.

2, ♠ Put a basic land card from your hand into play tapped.

Illus. Ann Botick

Terrain Generator 143/143



Topple 2 *

Sorcery

Remove target creature with the greatest power from the game. (If two or more creatures are tied for greatest power, target only one of them.)

"Let all witness the fate of those who defy me."

—Crovax

Illus. Darcy Brax

Topple 24/143



Treetop Bracers 1

Enchant Creature

Enchanted creature gets +1/+1 and can be blocked only by creatures with flying.

Gravity is truly what you make of it.

Illus. Heather Hudson

Treetop Bracers 123/143



Trickster Mage 4

Creature — Spellshaper

♦ ♦, ♠ Discard a card from your hand: Tap or untap target artifact, creature, or land.

"If it ain't broke, I'll break it. If it is broke, I'll fix it."

Illus. Alan Robinson

Trickster Mage 49/143



Viseling 4

Artifact Creature

At the beginning of each opponent's upkeep, Viseling deals X damage to that player, where X is the number of cards in his or her hand minus four.

"This may hurt a lot."

Illus. Kev Walker

Viseling 140/143



Vicious Hunger 3

Sorcery

Vicious Hunger deals 2 damage to target creature. You gain 2 life.

"Blood is foul, the flesh dross. My ascendance thirsts for life itself."

—Crovax

Illus. Massimiliano Frezzato

Vicious Hunger 74/143



Voice of Truth 3

Creature — Angel

Flying, protection from white

"Above them all is Truth, and Truth must be set free. If the wings of Truth are clipped, the voices will fall silent."

—Song of All, canto 167

Illus. Alan Robinson

Voice of Truth 25/143



Volrath the Fallen 3

Creature — Legend

1 ♦, Discard a creature card from your hand: Volrath the Fallen gets +X/+X until end of turn, where X is the discarded card's converted mana cost.

"I stepped out. I did not step down."

Illus. Kev Walker

Volrath the Fallen 75/143



Wandering Eye 2

Creature — Illusion

Flying

All players play with their hands revealed.

The evincar has many ways of keeping track of his subjects.

Illus. Sam Wood

Wandering Eye 50/143



Wild Mammoth 2

Creature — Elephant

At the beginning of your upkeep, if a player controls more creatures than any other, that player gains control of Wild Mammoth.

"Sit. Heel! Down! HELP!"

Illus. Bradley Williams

Wild Mammoth 124/143



Woodripper 3

Creature — Beast

Fading 3 (This creature comes into play with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

1, Remove a fade counter from Woodripper: Destroy target artifact.

Illus. Alan Pollack

Woodripper 125/143

Top 10-

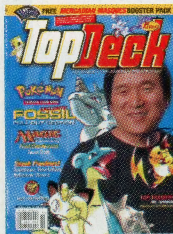
TopDeck-

Top Deal.



Subscribe to TopDeck for less than the cost of **10 booster packs.**

One booster pack per issue. The top strategies for the games you love. Puzzles, reviews, decks, and more. It's like buying 10 boosters and getting 12 issues plus 2 boosters free.



DO IT NOW!

You know your opponents will.

Get a year of Topdeck for only \$29.90!
Email topdeck@pcspublink.com or
call **1-800-395-7760** (Mon-Fri 9-5 PST).

TopDeck™